

Subject: Re: READ: CP Island 1.4 has started - full release June 22
Date: Monday, June 19, 2017 at 12:34:39 PM Pacific Daylight Time
From: Ross, Katie
To: Ross, Katie, #DI GX GSR, #DI GE Management and Team Leads
CC: #DI GX Tech Writers, #DCPI GX Product Services

MY BAD! The official 1.4 full roll out to the app stores is **June 22**... (not June 20)

Katie

From: "Ross, Katie" <katie.ross@disney.com>
Date: Monday, June 19, 2017 at 11:22 AM
To: #DI GX GSR <DIGXGSR@disney.com>, #DI GE Management and Team Leads
<DIGEManagementandTeamLeads@disney.com>
Cc: #DI GX Tech Writers <DIGXTechWriters@disney.com>, #DCPI GX Product Services
<DCPIGXProductServices@disney.com>
Subject: READ: CP Island 1.4 has started - full release June 20

Hi all,

Today (June 19) 1.4 will be available to a limited audience on Android. The team does a roll out to about 30% of Android users. Tomorrow there will be a full roll out (remaining Android and all iOS).

Overview of 1.4 can be seen [here](#)

Rookie Adventure – Chapter 1, Episodes 1-5

- Rookie is in charge of getting Mount Blizzard the best possible rating on Island Resort Reviews. His various "improvements" cause more harm than good though, and the player has to fix it all in time to save the mountain!
- Details on the rewards and the breakdown on Episode 1 – 5 can be found [here](#)

Marble Hunt

- Members can buy party games. Free players can join in and play.
 - This is like a scavenger hunt: player 1 has 30 seconds to hide 3-5 items. While they do this player 2's view is changed so they can't see player 1 as they are hiding the marbles. They do have the option to chat and the option to leave the game is available
 - If player 1 has 5 items, but only hides 3 in the allotted time, Player 2 only has to locate the 3 hidden items to win. If player 1 doesn't hide any items, player 2 automatically wins
 - Player 2 have 1 minute to locate the hidden items, there is a hot/cold indicator
 - At the end, there is messaging to both players:
 - If time runs out and player 2 has not found all objects, both players receive a popup
 - Player 1 - You win! <Playername> didn't find all the objects" Reward = X, Claim button
 - Claim button - Popup closes, success particle trophy plays over the penguin head. Visible to remote players.
 - Player 2 - Out of time! OK button

- If player 2 finds all objects in the given time, both players receive a popup
 - Player 2 - You Win! Rewards = X, Claim button.
 - Claim button - Popup closes, success particle trophy plays over the penguin head. Visible to remote players
 - Player 1 - <Playername> found all the objects, OK Button

Levels 19-21

- [Fabrics and Decals](#)
- [Templates/Blueprints](#)
- [Emojis](#)
- [Tubes](#)

Cars 3 partnership – June 22 – July 6th

- Club Penguin Island will celebrate the the release of the Cars 3 movie with in world decorations, 3 custom tubes, a clothing template, fabric and decals.
- Members can purchase Cars 3 items from the Disney Store
- Cars specific templates,fabric, decals, tubes, daily challenges details are [here](#)

Other neat updates:

iOS 10 app rating

- Players running iOS 10.3 can now enter an App Store Star Rating from inside apps. For CPI, the In-App Rating prompt will appear for qualifying players as an alternative to our existing/traditional ratings prompt (which pops-up after Level 2 reward collection).

Let me know if you have any questions!

Katie Ross

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